

ABSTRACT

At present day, the majority of students in formal education don't know the reason behind the strength of Aceh Sultanate against colonialism of the United Kingdom of Netherlands, considering the age of Aceh Sultanate that reaches 390 years old before annexed by the United Kingdom of Netherlands. The main reason is because the current history textbook only mention tiny amount of Aceh Sultanate's struggle, students knowledge about the struggle of Aceh Sultanate against colonialism of the United Kingdom of Netherlands was limited to guerrilla warfare. The excessive use of textbooks, summarizing, and memorizing is not the right way to convey complex historical information, because it's monotonous and boring, alternative educational media are needed so we're able to convey historical information about the Aceh Sultanate's Open War with good, effective, and exciting way of learning. This research is based on the basic theory of Visual Communication Design (DKV) and Board Game, as well as qualitative and quantitative research, which are analyzed using the SWOT method. This research aims to create a board game design that's able to change the boring nature in the history of Aceh Sultanate's Open War, into a fun experience of learning history and easily to digest by student's brain, introducing the history of Aceh Sultanate's Open War, giving students sense of pride to their nation, and change their mindset towards Indonesian history.

Keywords: *History, Aceh Sultanate, Board game*